STAR WARS™

THE OFFICIAL STARSHIPS & VEHICLES COLLECTION

76

TECHNO UNION SHIP

***Hardcell*-class interstellar transport**

Felucia

Felucian Rancors

DeAGOSTINI

LUCAS BOOKS

CONTENTS

2 Legendary Craft
Techno Union Ship: The *Hardcell*-class interstellar transport

4 Action Stations
Hard Sell: The Techno Union transport in action

6 Welcome On Board
Wat Tambor: Techno Union Foreman

10 Starship & Vehicle Directory
Techno Union Starfighter: The Mankvim-814 light interceptor

12 In Command
Techno Union Ship: *Hardcell*-class transport

18 Droids, Aliens & Creatures
Felucian Rancor: Taming the beast

20 In A Galaxy Far, Far Away
Felucia and the Felucians: Mood planet

24 A Revolution In Film
Felucia Unleashed: Exploring the deadly jungles

26 Movie Magic
Techno Union Ship: Retro rocket

28 Did You Know?

29 *Star Wars* Planet Index
Rodia – Ryloth

NEXT ISSUE:
Commerce Guild support ship

IT'S EASY TO CONTINUE YOUR COLLECTION

Ask your newsagent to reserve future issues for you to collect on a fortnightly basis.

Receive your issues by post. Ring the Order Line for more information:

UK and Ireland: 0845 1489 251
Australia: (03) 9872 4000
New Zealand: (09) 308 2871
South Africa: (011) 265 4304

VISIT THE DEAGOSTINI WEBSITE AT:
UK: www.deagostini.co.uk
AUS: www.deagostini.com.au
SA: www.deagostini.co.za
NZ: www.deagostini.co.nz

Missed an issue?
Ring Customer Services
UK and Ireland: 0845 1489 250
Australia: (03) 9872 4000
New Zealand: (09) 308 2871
South Africa: (011) 265 4304

NOT SUITABLE FOR CHILDREN UNDER THE AGE OF 14

THIS PRODUCT IS NOT A TOY AND IS NOT DESIGNED OR INTENDED FOR USE IN PLAY

Packaged by Continuo Creative, 39-41 North Road, London N7 9DP

ISBN: 978-1-4439-0962-4

N76 11 10 08

© 2011 Lucasfilm Ltd & ™. All rights reserved

© 2011 De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD

STAR WARS

Just under 150 metres tall, the Techno Union transports were mobile business centres for the Union officials they carried. The ships were notorious polluters – both in terms of the fumes and the noise they produced – but they were also status symbols, as they cost a great deal to operate due to their gratuitous, wilful fuel inefficiency. They became part of the Separatist fleets when the Techno Union officially joined the Confederacy of Independent Systems.

"THE TECHNO UNIONS ARE AT YOUR DISPOSAL, COUNT."

WAT TAMBOR TO COUNT DOOKU

TECHNO UNION SHIP

THE *HARDCELL*-CLASS INTERSTELLAR TRANSPORT

Arriving in a thunderous roar and shrouded by billowing clouds of choking chemical smoke, the *Hardcell*-class transports manufactured by the Techno Union were a common sight in the galaxy before the Clone Wars. For both Techno Union and InterGalactic Banking Clan officials who used them, the transports were a symbol of the excess and disregard for others that only the truly mega-wealthy could afford.

Despite the fact that the Techno Union manufactured a number of different starships and transports, their signature vessels were the *Hardcells*. Much like the *Sheathipede* shuttles favoured by the Trade Federation executives, higher-ranking Techno Union representatives had their own personal *Hardcell*-class transports modified to their own preferences. However, the basics remained the same.

Two Halves

The *Hardcell* transports were easily recognised through their unique design, with the ship clearly split into two distinct sections: the engines below, the crew and cargo in the upper section. The 'pinched-in' joining point of the two sections was a confluence of power relays and fuel pipes that was the weakest point in the vessel – and a vulnerability quickly recognised and exploited by opponents. This was despite the shield generator being set in the lower dome of the upper half of the ship. Nevertheless, the *Hardcell* was not a combat vessel, and it was never meant to be so. The standard ships were protected by only a relatively weak shield and a modest array of laser turrets and missile launchers. These were intended to provide enough protection for the ships to make a quick tactical retreat and a jump into hyperspace.

Old Smokey

The lower half of a *Hardcell*-class transport had three pairs of cylindrical primary thruster engines mounted around a cylindrical engine core that contained the main reactor and the hyperdrives – a Class 1.0 main drive and a Class 8.0 backup. The core was also

Hit in the right place, the *Hardcell*'s fuel would ignite, destroying the ship in a massive fireball.

storage for the incredible number of compressed chemical fuel slugs that the primary thrusters used; hundreds were drained during take-off from even a standard gravity world. While the thrusters provided greater acceleration than repulsorlift engines, the pollutants they blasted out could cause huge damage to local ecosystems. Clearly this wasn't a concern for the occupants of the transports. Neither was fuel, as the Skakoans – founders of the Techno Union – had three moons in their system that provided for all their fuel needs.

Stacking

Linked by banks of turbolifts to the loading ramps in the base of the ship, the interior spaces of the upper half of the *Hardcell*-class transports were stacked in layers. The vast majority of the space was given over to cargo storage, with facilities for the 190 crew being based in the nose cone. As well as an advanced medical suite, the nose also housed cabins of varying size and luxuriousness, and secure comms equipment that allowed the senior staff to keep contact with the Interstellar Stock Exchange and their own businesses. The decks immediately below this level were able to accommodate just over a thousand passengers in comfort, if not luxury. As the Skakoans originated the designs for the *Hardcell*, the crew quarters were pressurised and fitted with airlocks. These allowed the Skakoans to remove their pressure suits and operate in freedom and comfort. The *Hardcell* was designed for business, not battle.

HARD SELL

THE TECHNO UNION TRANSPORT IN ACTION

The *Hardcell*-class transports were never intended as ships of the line. However, even before the Clone Wars erupted, *Hardcell* craft were being used – largely ineffectively – in combat roles supporting the machinations of the Separatists.

The Techno Union transport was originally intended to make a statement of a grand, non-violent kind. Its six rocket thrusters allowed it to make safe landings after an approach at 800km/h, accompanied by great clouds of fuel-rich exhaust gas and ear-shattering noise. Once the last echoing rumble had died away, and the last choking clouds had drifted off to poison the surroundings, the Techno Union officers or InterGalactic Banking Clan officials would emerge from the ship to collect the taxes due or begin distinctly one-sided negotiations, backed up by the threat of the droid enforcement forces the transport could deploy in an instant.

Attacking Force

About five years before the First Battle of Geonosis, Darth Sidious conspired to destroy the Jedi Order's Outbound Flight – an attempt to send Jedi patrols to explore the Unknown Regions. Special Task Force One, sent to intercept and destroy the Jedi ship, consisted largely of Trade Federation ships. There were two *Lucrehulk* battleships supported by seven escort cruisers and over 3,000 droid starfighters. There were also six *Hardcell* transports. The attack force was intercepted itself by a Chiss patrol and all but one *Lucrehulk*-class ship was destroyed very quickly.

"The *Hardcell* will get you noticed as you travel the spacelanes. Even Corellian cruisers will get out of your way. And if they don't, you can run them over."

Internal Techno Union memo

Geonosis Losses

The Techno Union-owned battle droid foundries on Geonosis were the location of the official founding of the Confederacy of Independent Systems, where Union Foreman Wat Tambor and representatives of other major interests formally renewed their commitment as one to the Separatist cause. There were 286 *Hardcell*-class transports on Geonosis at that point, taking on more battle droids for the coming conflicts. When the Republic attacked, only 169 of those ships survived, with the Republic quickly learning to attack the vulnerable join between the two halves of the ships.

Hard Times

After Geonosis, the Techno Union shipped a further thousand *Hardcell* transports to their CIS allies, and then more as the Clone Wars went on. The ships – even those given additional shields and weapons – did not do well in full-on combat. They were occasionally deployed in support of larger, better armed vessels, but as much to draw fire as anything else. Part of their lack of success was their relatively slow speed in space, as the rocket engines could only manage a paltry 40 MGLT, as opposed to the larger *Providence*-class carrier, for example, which could manage many times that. Even the huge, bulky *Lucrehulk*-class battleships were faster. At the end of the Clone Wars, the *Hardcell*-class transports belonging to the CIS were absorbed into the Empire, with the majority being sold off or scrapped in favour of more fuel-efficient repulsorlift craft.

WAT TAMBOR

TECHNO UNION FOREMAN

Born on the Core World planet Skako, Wat Tambor grew up in the ugly planet-wide city sprawl his technology-minded people had created. Unlike most Skakoans, Tambor had ambitions and was soon on his way to becoming one of the galaxy's richest and most influential beings.

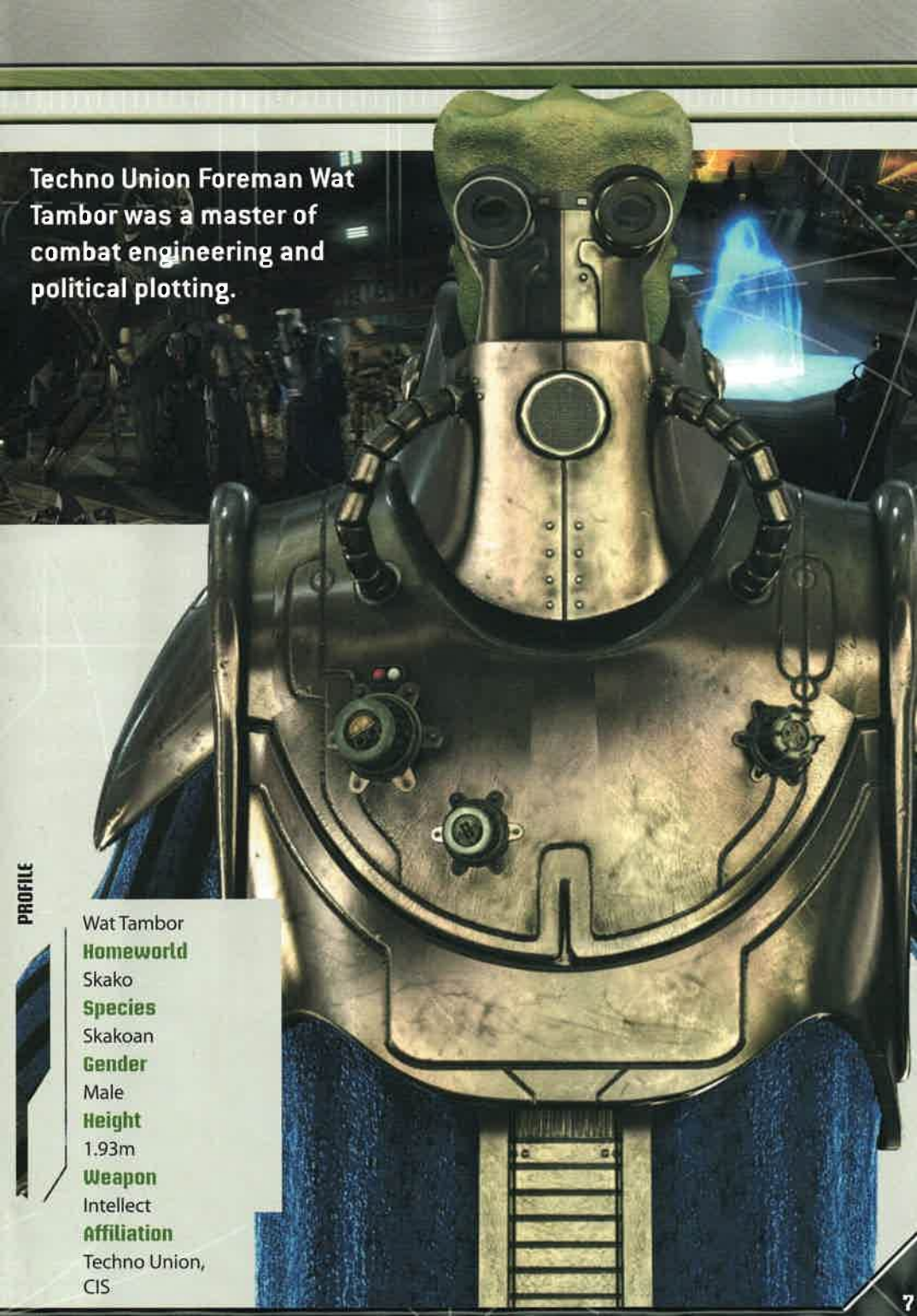
Because of the high-density, methane-based atmosphere of Skako, Skakoans had to wear complex and expensive full-body pressure suits, complete with communications gear, whenever they left their world. Most could not or would not obtain one of the suits. The young Wat Tambor did, travelling to Metalorn in the Mid Rim to pursue his education. This industrial world became his home even after he rose to success in the ranks of the Techno Union.

Quiet Combat

On Metalorn, Tambor studied hard and settled on a career as a combat engineer. He had a gift for strategy that went beyond the battlefield. Wat Tambor was a master of the duplicitous plot, quietly working in the background to raise himself above those around him, regardless of the cost to his colleagues. As his power and influence rose, so too did his personal wealth. Before long, Wat had a private estate on the planet Foundry in the Colonies – another major manufacturing and development world belonging to the Techno Union. Eventually, Tambor's meteoric rise saw him appointed the formal Senate Representative for the Techno Union.

Galactic Power

In the halls of the Senate, Wat Tambor brought his intrigues and intricate plotting to the galactic stage. While maintaining a seemingly benevolent high-profile public image for both himself and the Techno Union, Tambor worked with quietly brutal efficiency to ensure the fortunes of the Union and its allies. His ambitions continued beyond the Senate too, and he soon rose to become Foreman (leader) of the Techno Union. This allowed him to cherry-pick the most profitable and personally interesting projects to supervise, and the wily Skakoan worked with many of the top technology companies in the galaxy. Despite all of this success, Wat Tambor remained ambitious. He saw that the Senate and the Republic



Techno Union Foreman Wat Tambor was a master of combat engineering and political plotting.

PROFILE

Wat Tambor

Homeworld
Skako

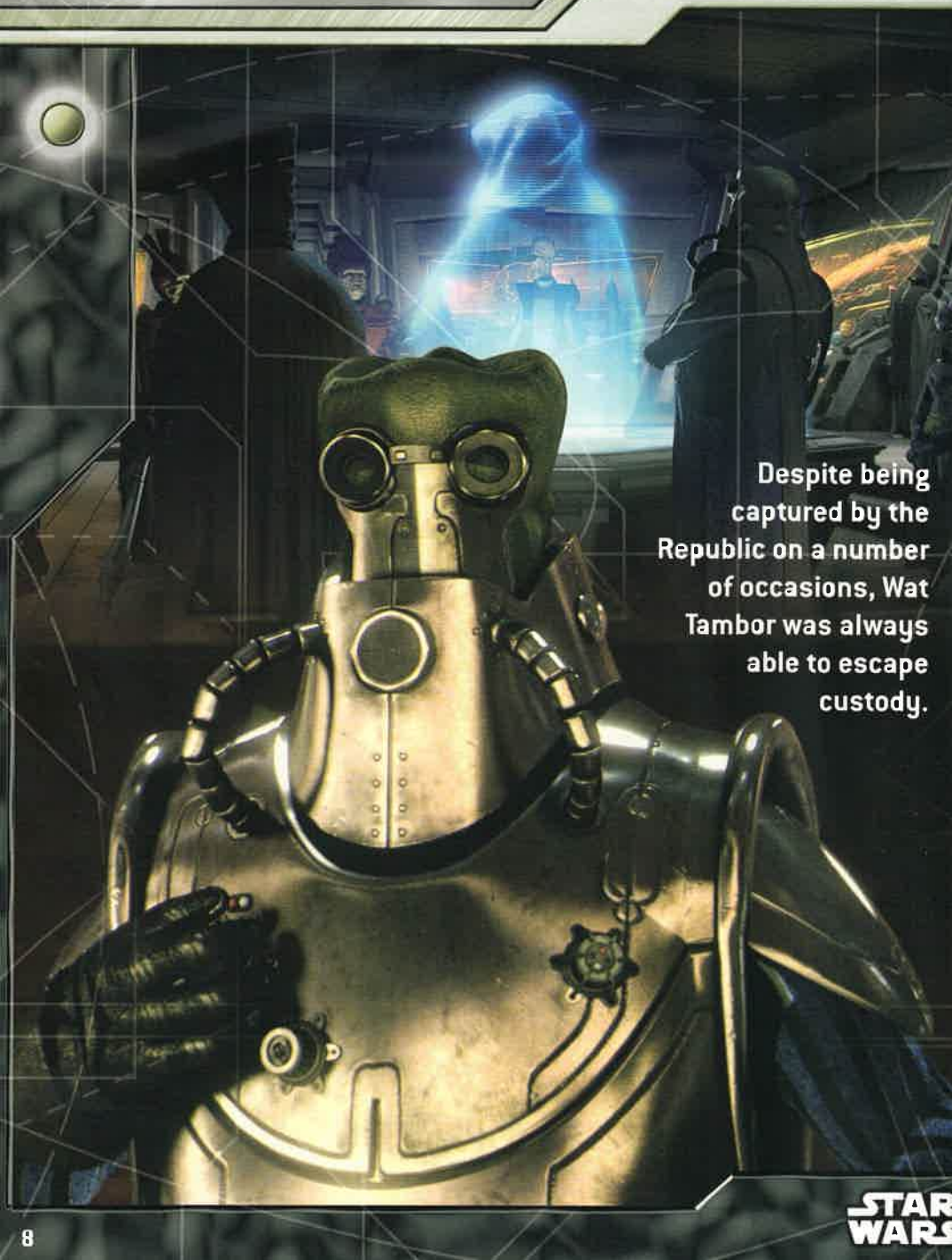
Species
Skakoan

Gender
Male

Height
1.93m

Weapon
Intellect

Affiliation
Techno Union, CIS



Despite being captured by the Republic on a number of occasions, Wat Tambor was always able to escape custody.

Ruler of Ryloth

During the Clone Wars, Wat Tambor oversaw the subjugation of the planet Ryloth and its Twi'lek population. He personally saw to the systematic stripping of the planet's treasures. Eventually, in a hard fought campaign, the Republic freed the planet and Mace Windu himself captured Tambor.

---

were a stumbling block for industrial and technological development in the galaxy. In this opinion, Wat Tambor discovered he was not alone.

Dangerous Allies

In his duties as Techno Union Foreman, Wat Tambor worked with the combat engineers of Haor Chall Engineering and was an executive of Baktoid Armour Workshop. Although he was aware of the Trade Federation arming itself, the abrupt decision to invade Naboo was a surprise. When the occupation was ended, the Senate demanded the Trade Federation disarm, and Baktoid Armour became a casualty of that process. However, Tambor was smart enough to make it look as if Baktoid, technically owned by the Trade Federation, was closing its operations, while in fact Tambor moved those facilities to the Outer Rim. At the same time, Tambor brought the Techno Union into negotiations with Count Dooku of Serenno to form the Confederacy of Independent Systems. All of this was done while carefully maintaining a largely positive public image for himself and the Techno Union.

Path to Conflict

Tambor was a realist, though, and he knew that a time would come when the CIS would take a full stand against the Republic. On Geonosis, in facilities owned by Tambor's Techno Union, the Separatist Council – leaders of the CIS – came together to formally declare their allegiance to Dooku and the aims of the CIS. Wat Tambor unreservedly committed the support of the Techno Union to the organisation. Already, the Stalgasin Hive droid foundries were cranking out huge numbers of B1 and B2 battle droids to fill the waiting ships of the Trade Federation and other allies, not to mention hundreds of Techno Union *Hardcell*-class transports squatting in the

Geonosian desert. However, the Jedi had discovered the meeting and, despite their agents being captured and scheduled for execution, the forces of the Republic were not far behind. The First Battle of Geonosis began, and the time for secrecy was over.

Enemies Without and Within

In the opening months of the Clone Wars, Wat Tambor was captured when Jedi Knight Anakin Skywalker destroyed one of Tambor's secret battle droid manufacturing facilities on Metalorn. Imprisoned on Delrian, he was freed when his CIS allies, the Commerce Guild, handed over plans of the prison. Two of Tambor's own Skakoan staff blew themselves up to allow him to escape. Not all of Tambor's fellow CIS members were such close allies. Passel Argente, Magistrate of the Corporate Alliance, attempted to spy on Tambor in a cack-handed power play that Tambor easily anticipated. Instead, the Skakoan strategist planted a spy droid in Argente's droid pool that kept him informed of Argente's plans.

Mustafar

His plans continually foxed by the Republic, Wat Tambor was evacuated with the rest of the Separatist Council from Utapau to Mustafar – a world owned by the Techno Union. Trapped there, Tambor was killed along with his fellow CIS leaders. The Techno Union was dissolved, its resources absorbed by the Empire.

TECHNO UNION STARFIGHTER

THE MANKVIM-814 LIGHT INTERCEPTOR

Developed by the Techno Union, the Mankvim-814 starfighter was a late addition to the CIS forces during the closing stages of the Clone Wars. It was designed to be built by automated factories and piloted by droids, so was a very simple design.

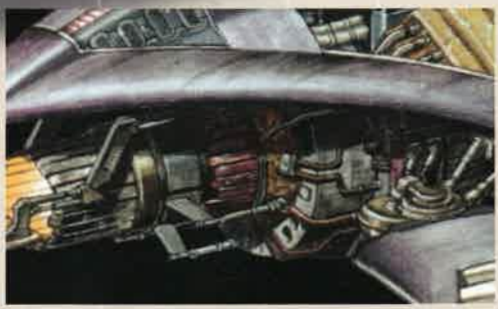
Though General Grievous led the quiet capture of the neutral Outer Rim planet of Utapau, he did so backed by the forces of the Techno Union, and the planet was added to the Union's portfolio. Feethan Ottraw Scalable Assemblies designed the Mankvim-814 light interceptor, and they began to roll out from an automated production facility installed by Techno Union technicians in the Grand Hall of the Utapau Traders' Guild. The factory was entirely automated, expanding by building its own facilities and maintaining itself, slowly consuming the available space with no regard at all for the original architecture.

Simple Design

The Mankvim-814 was the simplest of starfighters. It had a powerful reactor to power an ion drive that dominated the majority of the fighter's interior. The large thruster nozzle of the high-velocity drive was fitted with a magnetised thrust-vectoring rudder to adjust the pitch of the fighter, backed up by much smaller directional thrusters which controlled the yaw and roll of the fighter. Two simple aerodynamic wings, fitted with repulsorlift generators, gave some assistance in atmospheric flight.

Surprise!

The fighter had decent deflector shields, a surprise in a mass-produced CIS fighter – particularly as it was designed to be flown by OOM-series battle droid pilots. It also had twin rapid-fire laser cannons mounted up front, giving it quite a punch for such a small fighter craft. Deployed in large numbers only on Utapau, and seen



on Cato Neimoidia, the Mankvim-814 appeared too late to make a significant impact on the course of the Clone Wars. The design later turned up in the hands of the Corporate Sector Authority, where it saw a limited production run before disappearing into obscurity.

The Mankvim-814 light interceptor PROFILE

Type
Starfighter

Manufacturer
Feethan Ottraw Scalable Assemblies (Techno Union)

Size
10.7m long, 3.45m high

Weapons
2x rapid fire laser cannons

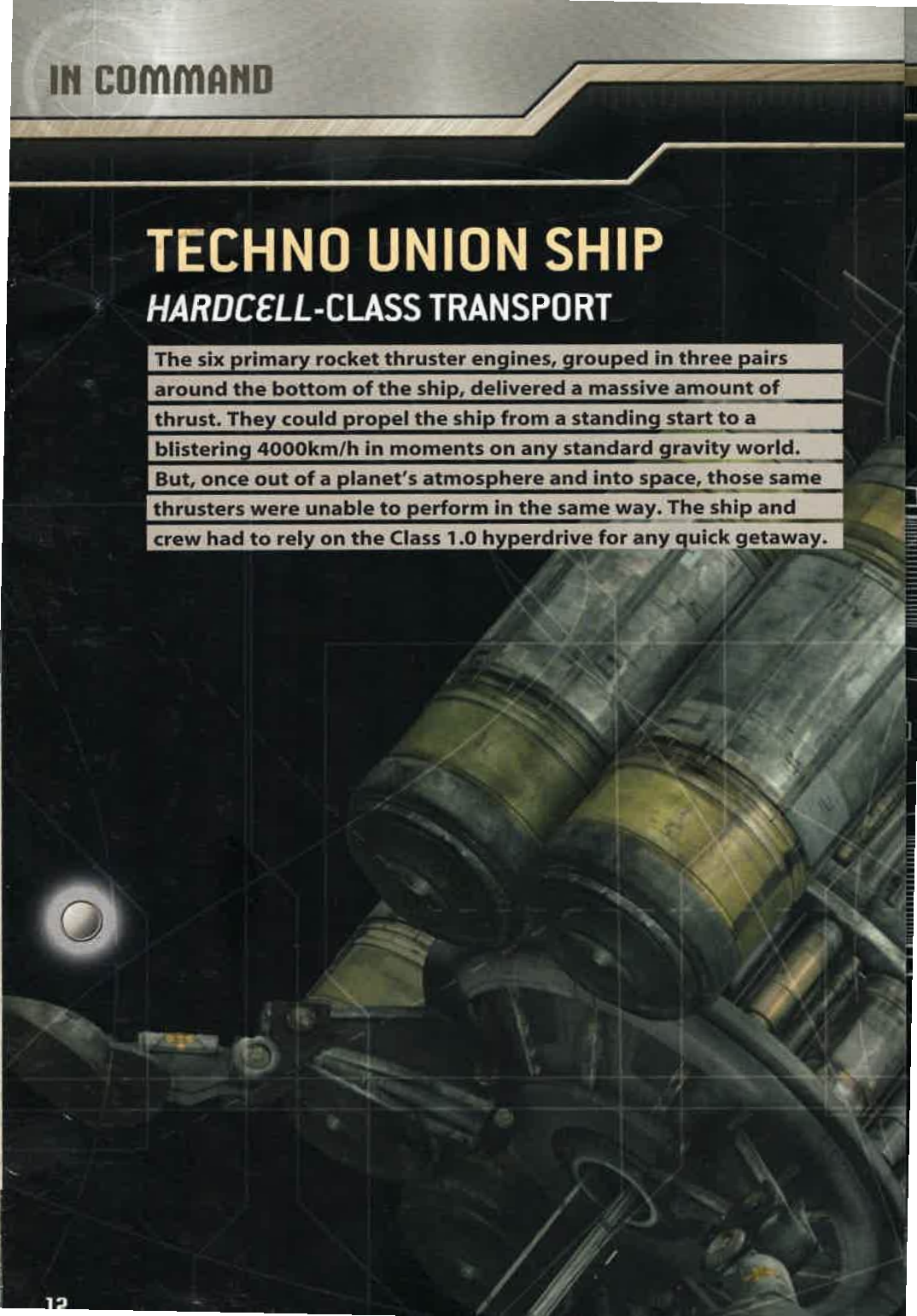
Crew
1x OOM-series pilot droid

Affiliation
CIS

TECHNO UNION SHIP

HARDCELL-CLASS TRANSPORT

The six primary rocket thruster engines, grouped in three pairs around the bottom of the ship, delivered a massive amount of thrust. They could propel the ship from a standing start to a blistering 4000km/h in moments on any standard gravity world. But, once out of a planet's atmosphere and into space, those same thrusters were unable to perform in the same way. The ship and crew had to rely on the Class 1.0 hyperdrive for any quick getaway.



HARDCELL-CLASS TRANSPORT

Type
Capital-class transport

Manufacturer
Techno Union

Length
149m

Maximum speed
4000km/h (in atmosphere)

Hull
Titanium

Engines
6 x primary rocket thrusters

Shields
Present

Hyperdrive
Class 1.0 (class 8.0 backup)

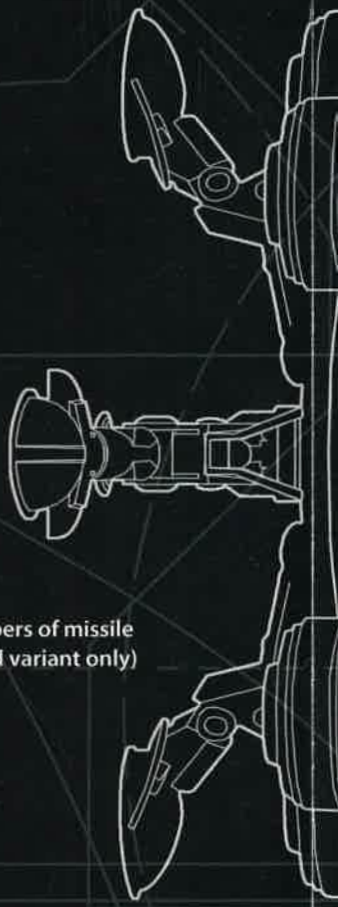
Weapons
2x laser cannons batteries, varying numbers of missile launchers, 3x turbolaser cannons (armed variant only)

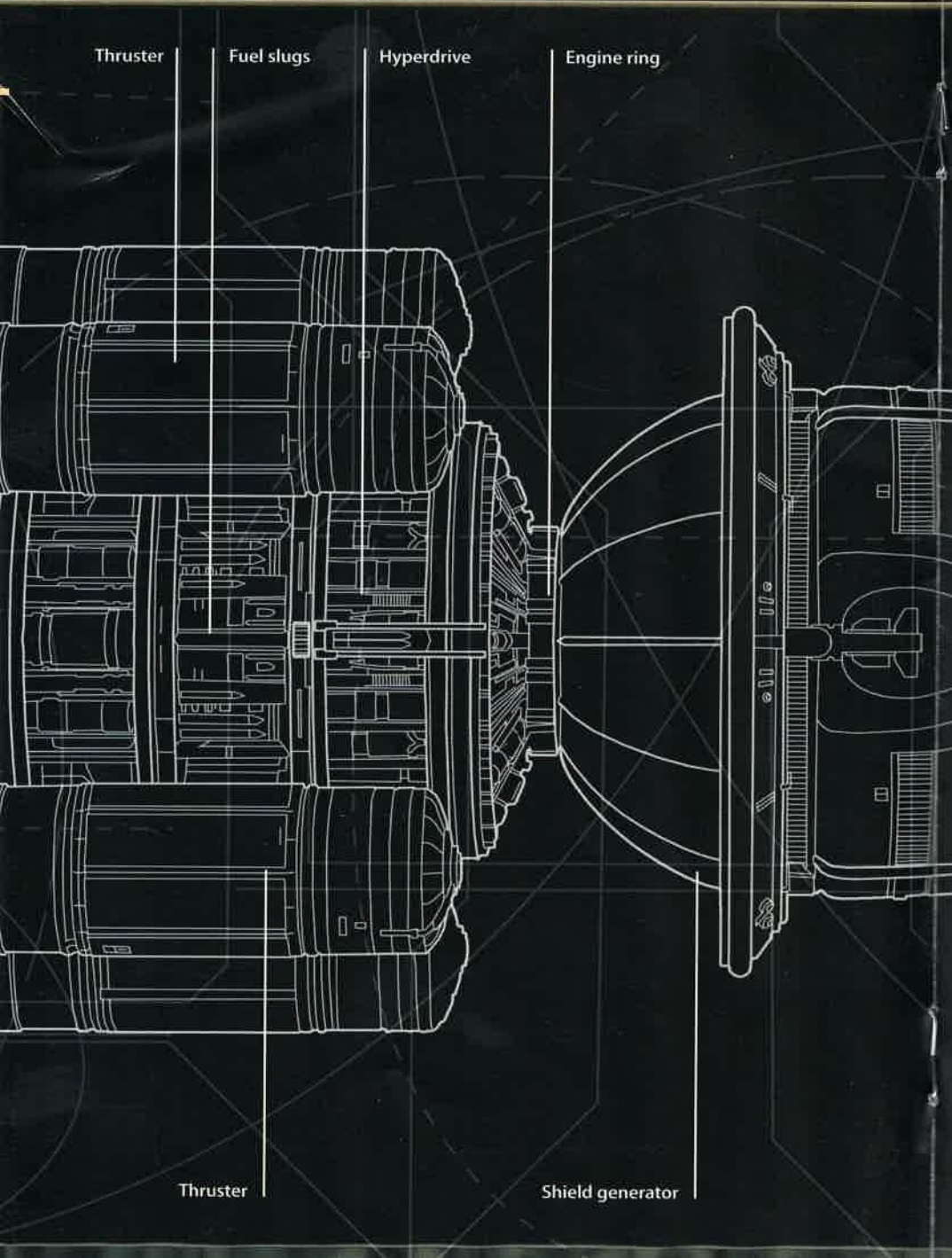
Crew
190

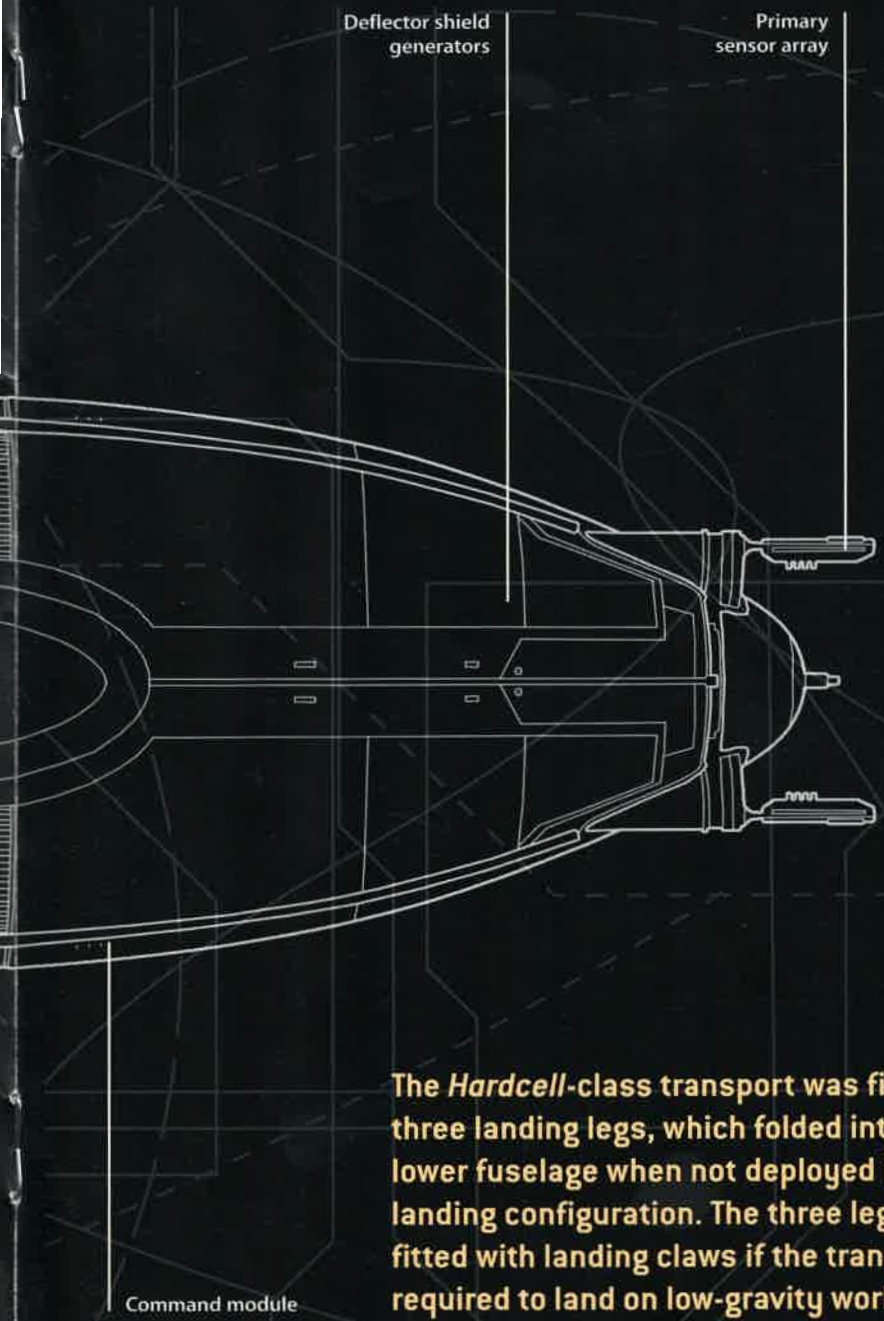
Passengers
1017

Cargo Capacity
12,400 tons (e.g. 650x IG-227 *Hailfire*-class droid tanks)

Affiliation
Techno Union, InterGalactic Banking Clan, CIS




Thruster
Fuel slugs
Hyperdrive
Engine ring
Thruster
Shield generator

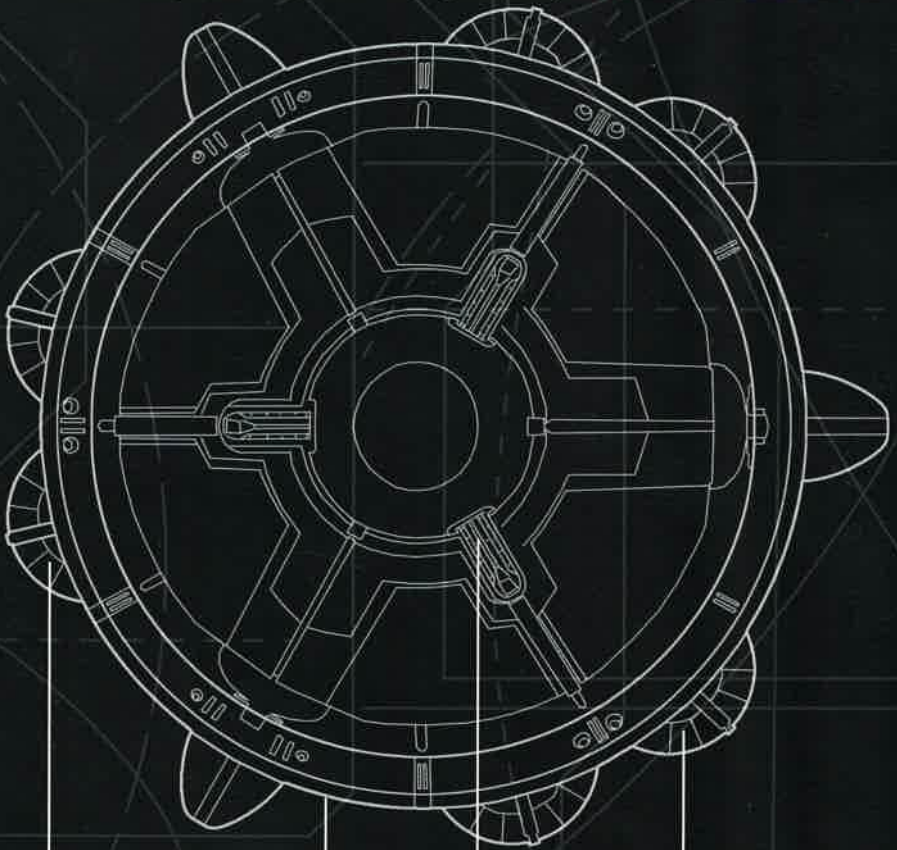


The *Ha*
turbolift to
in fast-
vehicle
deploym
tanks in mi
turbolasers
of the unarr
'corner

The *Hardcell*-class transport was fitted with three landing legs, which folded into the lower fuselage when not deployed in their landing configuration. The three legs could be fitted with landing claws if the transport was required to land on low-gravity worlds.

Armed Variants

rdcell-class transport used both extendable loading ramps and a central deal with cargo, passengers and crew. Tanks and munitions were stored deployment rings that efficiently delivered a near-continuous stream of or equipment to internal turbolifts that quickly delivered them to their ent point. Operating unopposed, a *Hardcell* could deploy its 650 *Hailfire* utes. Armed variants of the *Hardcell* transport featured three fire-linked mounted up at the nose cone, replacing the advanced comms antennae ed version. A smaller communications antenna took up one of the four '. Despite the additional weapons, the *Hardcell* was not a good warship.



FELUCIAN RANCOR

TAMING THE BEAST

The semi-sentient rancor originate on the Outer Rim planet of Dathomir, but their fierce, predatory nature has fascinated many. From the mysterious Rakata, 30,000 years before the Battle of Yavin, rancor were taken in groups or singly to other worlds. On Felucia, the imported rancor population formed a bond with the natives similar to that of the Witches of Dathomir.

The rancor population on Felucia had been brought there tens of thousands of years before the Clone Wars.

The sheer force of the life forms on Dathomir bathed the planet in Force energy, and this was also the case with the jungle world of Felucia. The natives of the fungi-full jungles were Force-sensitive, and were heavily influenced by the 'mood' of their living environment. The rancor of Felucia, which had less access to prey than they did on Dathomir, resorted to

eating certain fungi. As a result, they too could be affected, though more slowly and with more lasting effect. A perfect example of this was Maris Brood's pet bull rancor.

The Bigger They Are...

The Felucians regularly painted their mounts using fluorescent natural dyes, but the bull rancor that fallen Jedi Padawan Maris Brood befriended required no such theatrics to make it look fiercer. When Brood's master, Shaak Ti, died duelling Darth Vader's apprentice, Maris fell to the dark side. The Felucian people and the flora and fauna nearby echoed this fall. This, coupled with the bull's diet, may have helped mutate the beast. As sometimes occurred with bulls, it was taller and bulkier than other rancor and possessed a longer tail. However, the immediate striking feature of the bull rancor that Maris tamed were the four horns that curved out like great tusks from its face. Also, the head was fringed with spikes, and its skin was a sickly, pale colour, as opposed to the usual healthy green. Maris Brood used her pet to patrol her domain in the 'rancor graveyard' on Felucia, but it was killed when Vader's apprentice returned to Felucia to rescue Bail Organa from Shaak Ti's fallen apprentice.

Fallen Jedi

Maris Brood was far from the Clone Wars, aboard the *Grey Pilgrim*, when Order 66 was given. She was already on the path to the dark side when Shaak Ti found her and drew her from her plan of vengeance against Vader. The two hid for a number of years in the rich jungles of Felucia before Vader's apprentice was sent to assassinate Shaak Ti. Without her influence, Brood quickly fell to the dark side – drawing much of Felucia with her.

PROFILE

Mutated Felucian Bull Rancor

Homeworld
Felucia

Species
Rancor (mutated)

Gender
Male

Height
Approx. 12m

Weapons
Claws, teeth, tusks

Affiliation
Maris Brood

FELUCIA AND THE FELUCIANS

MOOD PLANET

In the Thanium sector of the Outer Rim Territories, the planet Felucia orbited its unremarkable star, Felix. Felucia itself was a planet so full of life that it shone like a beacon of the Living Force. However, the planet and its jungle inhabitants often drifted close to the dark side of the Force.

Nearly 30,000 years before the Clone Wars, a guild of Gossam explorers – the Gossam Courivers – discovered and began the colonisation of Felucia. As would be the case with every new visitor to the weird, colourful and deadly jungles of Felucia, the Gossam found it to be an immense struggle to establish a foothold. It seemed that all the disparate elements of the planet's ecosystem – the plants, animals, even the bacteria – were united in seeking to drive off the newcomers.

Aggressive Arrivals

Not all new arrivals found Felucia to be so hostile. Probably brought to Felucia some 25,000 years before the Clone Wars, when the planet was part of the empire of Xim the Despot, rancor and acklay were transplanted successfully. The rancor were quickly domesticated by the mysterious native Jungle Felucians, while the acklay adapted perfectly to hunting in the lush jungles and subterranean waterways. The sarlacc species, their seed arriving from space, arrived on Felucia to discover a world that allowed them to grow to a size unseen anywhere else in the galaxy. One in particular grew in what became known as the Ancient Abyss. It covered an area many kilometres across, devoured even the largest rancor, and achieved a degree of sentience beyond that of its brethren. It was so large that the Jungle Felucians used it as a shelter when the Empire tried to wipe them out.

Native Nasties

Even before the sarlacc, rancor and acklay arrived, Felucia had its fair share of native species able to dismember and destroy the unwary. The Yeruda Poison-Spitter, a semi-

The jungles of Felucia included forests of giant purple fungi so large and strong that small starships could land safely on them.

sentient, animal-like plant, spat poison, as its name suggested, and was trained by the Felucians to guard their territory. Spike plants hurled spines at anything that touched them. Clouds of spores from the spore plant suffocated and poisoned nearby creatures. Numerous varieties of pitcher plants just drowned anything falling into their inviting maws. And then there were the animals…

Duck And Cover!

There were some creatures on Felucia that were not predators. The docile tee-muss was used as a beast of burden by immigrant reptilian Felucian nysillim farmers in some areas. The gelagrub larva was also placid enough to be used as a mount, and both Republic and some CIS forces used them as such. Felucian flying manta and some birds were large but basically harmless to anything but small insects and mammals. However, the Felucian ripper, a larger, water-

When Shaak Ti died, Felucia fell dangerously close to the dark side of the Force, twisting the organic life into more dangerous forms.

dwelling relative of the manta, that could fly through the canopy to hunt, was far more dangerous. On his second visit to Felucia, Starkiller – Darth Vader's former apprentice – encountered a predatory tree while dodging a ripper. On sensing contact, the tree broke its own trunk and fell swiftly in the direction of its prey – so swiftly, in fact, that only Starkiller's Jedi reflexes saved him. Once it landed, the tree sent out roots to ensnare and feed off its prey. Other scavenging creatures were so attuned to these attacks that they would rush to the sound of a falling tree to grab what they could, while larger predators came quickly to feed on any creatures too distracted to flee.

The Jungle Felucians

When the Gossam came to Felucia, they found it so hostile that they used it as little more than a retreat for those wealthy enough to afford a fortified residence there. As a result, it was a long, long time before they ever came into contact with the elusive native jungle population. Though living in different small familial groups spread across the planet, the Jungle Felucians were all part of the same tribal organisation, and maintained loose, infrequent communication with neighbouring groups. Jungle Felucians, distinct from the more peaceable reptilian Felucians, were amphibians, though they walked on two legs. This allowed them to take full advantage of the network of underground waterways that criss-crossed the planet, as well as the many damp caverns there were too. Their culture was caste based, but with complete co-operation and trust between the castes, which included warriors and shamans. Though there were no 'lower castes', there was a leadership caste; the chieftains. These leaders were bound to keep their people alive by any means, including taking extraordinary actions. For example, when she came to Felucia, Jedi Master Shaak Ti so impressed the jungle natives that they made her the leader of the chieftain caste. This flexibility of leadership allowed the Jungle Felucians to survive great hardships that would have destroyed lesser peoples.

Imperial Genocide

When the Empire took over Felucia, it sought to wipe out the Force-sensitive Jungle Felucians. . One tribe, those who had worked with Shaak Ti, sought sanctuary inside the huge sarlacc in the Ancient Abyss. The Imperial operation was crippled for a time by Starkiller, and the Felucians were wily enough to survive, far outlasting the Empire itself.

FELUCIA UNLEASHED

EXPLORING THE DEADLY JUNGLES

Although appearing only briefly in Episode III, Felucia presented such a beguiling image that fans longed to find out more. In the 2008 game *Star Wars: The Force Unleashed*, players had two opportunities to explore Felucia themselves.

In their book *The Art & Making of Star Wars: The Force Unleashed*, project lead W. Haden Blackman and producer and writer Brett Rector looked back at the creation of what was a very different environment within the game. While the others had been very much technology-based, the organic world of Felucia was a shocking change. Even the 'civilised' forests of Kashyyyk were very different to the vicious chaos of the Felucian jungles and caverns.

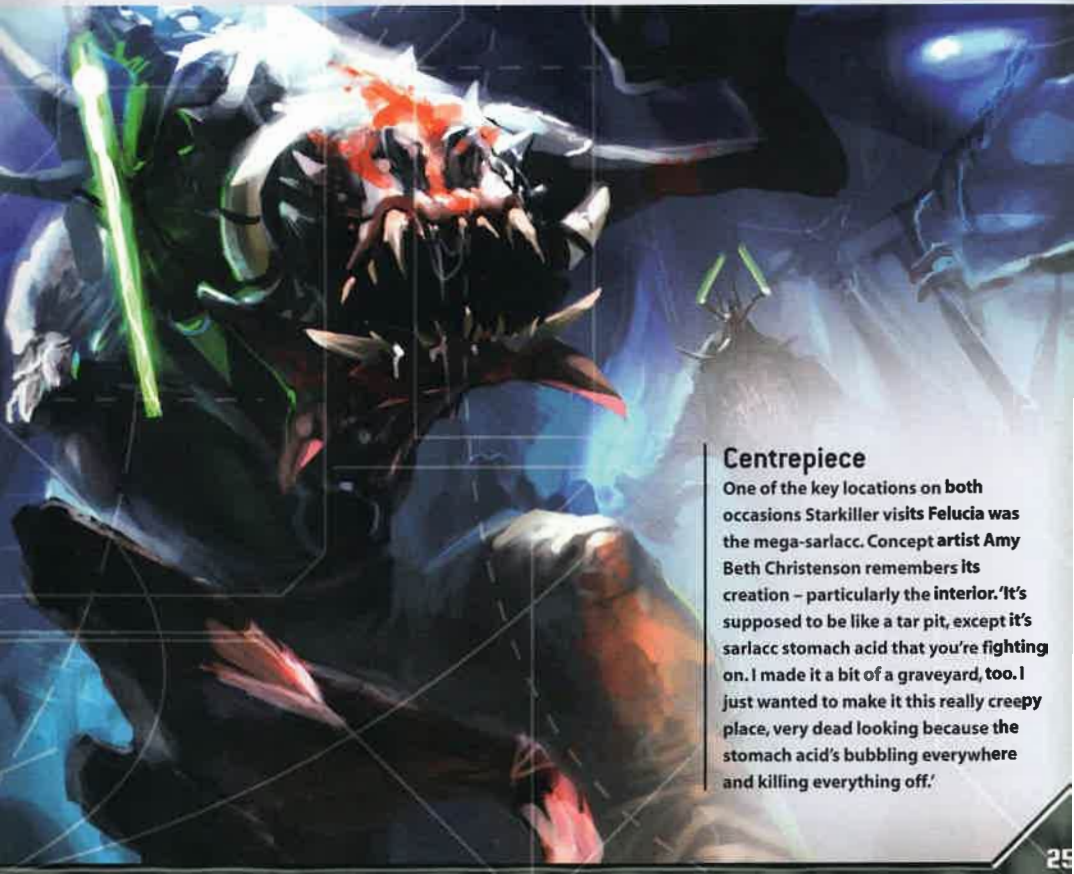
Mean and Moody

'In Act 1, Felucia stands in stark contrast to previous locations. Members of the team often jokingly referred to it as the 'mood ring' planet because it is very much a living, breathing world that reacts to what is happening on its surface. Early in the game, when the Living Force is strong and the dark side is being held at bay by Shaak Ti, the planet is beautiful, bright, and multihued. After Shaak Ti's death, the dark side corrupts the planet and its inhabitants; the planet then shows signs of rot and decay.'

New Felucia

'In *The Force Unleashed*, the team rallied around [Felucia] as a centrepiece of the game because of its connection to the prequels. The team was also excited about the prospect of creating an entirely new alien species, the

native Felucians.' As the planet would change under the influence of the two sides of the Force, so too would the natives: 'Creating the Felucians became one of the most challenging art and design tasks for the team. We knew from early on that the Felucians would be Force-sensitive warriors loyal to a Jedi. Our initial explorations centred on painted Amazons. These early ideas were overtly inspired by the witches of Dathomir. Fearing that this approach would be derivative, the concept artists [created] a species reminiscent of the Tusken Raiders: humanoids well-adapted to their native terrain, but also fearsome and sinister.'



Centrepiece

One of the key locations on both occasions Starkiller visits Felucia was the mega-sarlacc. Concept artist Amy Beth Christenson remembers its creation – particularly the interior. 'It's supposed to be like a tar pit, except it's sarlacc stomach acid that you're fighting on. I made it a bit of a graveyard, too. I just wanted to make it this really creepy place, very dead looking because the stomach acid's bubbling everywhere and killing everything off.'

TECHNO UNION SHIP

RETRO ROCKET

DESIGNING THE TECHNO UNION SHIP

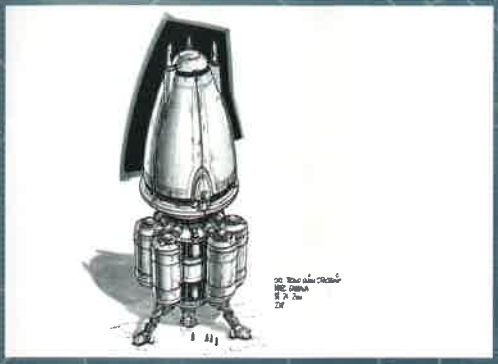
1 For the Commerce and Banking Clan ships, George Lucas asked Marc Gabbana for designs that harked back to 1950s'-style rockets.

2 Marc Gabbana's design dated the same day (13 July 2000) was originally intended for the Commerce Guild transport.

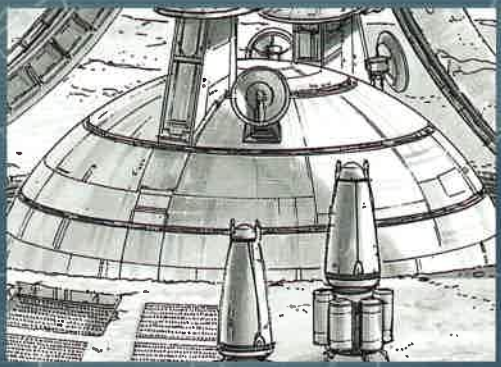
5 Ryan Church's production painting of the LAAT attack on the transport...

6 ... very closely resembled the final footage that appeared on the screen.

The Techno Union's *Hardcell* transports were designed by concept artist Marc Gabbana in 2000. At the same time as he defined the more clunky *Hardcell*-class ship, he created a sleeker design for the Commerce Guild. At the time, though, the *Hardcell* transports were meant for another faction entirely...



3 A more detailed sketch of the ship from 24 August, showing the turbolift access and figures for scale. The ship was now a Techno Union craft.



4 One of Gabbana's storyboards for the movie, showing the *Hardcell* ships at the staging area on the planet Geonosis.

7 A production model of the *Hardcell* transport, used to explore constructional details.

8 The digital model of the same ship, as developed for use in the film.

1 What was Obi-Wan's line when Anakin's suggestion resulted in this explosive success?

2 Episode II showed the ***Hardcell*** transport with a turbolift access, but where was one shown with an access ramp?

3 True or False? Wat Tambor used a ***Hardcell***-class transport to escape the Republic forces when they freed Ryloth.

ANSWERS:

1. 'Good call!'

2. Techno Union engineers attempted to flee from Anakin Skywalker up a boarding ramp in Chapter 25 of the animated series *Star Wars: Clone Wars*.

3. False. Tambor loaded his *Sheathipede*-class shuttle with stolen treasures, but was captured before he could escape. Tactical droid TA-175 got away in the shuttle.

RODIA – RYLOTH

Rodia
Region: Outer Rim Territories
System: Tyrius System

Rodia was ecologically managed during industrialisation, and kept much of its jungle habitat. This was partly due to the Rodian love of hunting. After the Yuuzhan Vong had terraformed Rodia to their taste, the Rodians delighted in hunting deadly Vong creatures on the recaptured planet.

Roon
Region: Outer Rim Territories
System: Roon System

Near Ryloth, the planet Roon was ringed with deadly asteroids and lost in the thick dust of the Cloak of the Sith cloud. Despite having been the capital of the New Sith Empire, it was pleasant and temperate. The majority of the population were descendants of stranded spacers.

Rugosa
Region: Outer Rim Territories
System: Rugosa System

Rugosa was once an ocean moon, and a retreat for the Toydarian people from the grind of their lives as subjects of the Hutts. When the petty Hutts discovered their vassals were keeping the moon a secret, they dried up the oceans and killed most of the life on the planet with a plague.

Rutan
Region: Outer Rim Territories
System: Rutan System

Rutanians had a long-standing rivalry with the Senalis who lived on the largest moon. To keep peace, the eldest son or daughter of each people's leader was sent to live with their 'opposite family' from seven until 16. When one son of Rutan chose to stay on Senali, it nearly sparked a war.

Ruuria
Region: Outer Rim Territories
System: Xappyh Sector

The Ruurian's remarkable life-cycle was so unusual that even the Yuuzhan Vong left them largely untouched. Only the 14-legged larvae possessed intelligence. At a certain age they spun a pupa and emerged transformed into Chroma-Wing Fliers – able merely to fly, eat and breed.

Ryloth
Region: Outer Rim Territories
System: Ryloth System

Most of the homeworld of the Twi'leks was blisteringly hot desert. The spice ryll found there mixed with glitterstim to produce the potent drug glitteryll. This attracted many criminal gangs of smugglers, as well as the slavers who had troubled the planet for thousands of years.

IN THIS ISSUE

WITH ISSUE 76: TECHNO UNION SHIP

Model unavailable for photography at time of going to print.

IN YOUR NEXT ISSUE

WITH ISSUE 77: COMMERCE GUILD SUPPORT SHIP

Model unavailable for photography at time of going to print.

9 771756 967060 76